



Volume V, #35

BORIS THE SPIDER

A Journal of Duplicious Doings, Raw Power, and Naked Greed

"Oh, what a tangled web we weave
When first we practice to deceive."

---Sir Walter Scott---



6 Nov 97

Achilleus, 'Shamesh' & MAGIC REALM End!!

Congratulations go out to Paul Zieseke for his commanding victory in HISTORY OF THE WORLD and to Dave Anderson on his near miss in MAGIC REALM. "Shamesh", our bid HOTWe-mail game that started simultaneously with "Achilleus", finally ended in a fine Orange victory for Ewan McNay.

With so many games ending there are starting to be gaping White Spaces throughout the issue. Two games of AGE OF RENAISSANCE start this time and two games of STELLAR CONQUEST. It's time to get "Boris XI" started; we have four but need three more. MAGIC REALM and BRITANNIA are closest to fulling, needing one each. I'd rather run the latter by e-mail as that works better with the alternating play of nations. If interested in playing anything else listed on p18, holler. The map for the next MAGIC REALM appears on p11.

THE HUNT returns on p 15. Check it out.

STANDBY ALERT: We have possible openings for the following positions:

BALKAN WARS: Greece

"Boris XI": Russia

Interested parties should send in orders for each position they are interested in. If the present player again fails to submit orders on time, a random drawing will be held.

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: "In my view, the most important implication of the breast-implant story is its reflection of what appears to be a widespread distrust and misunderstanding of science in American society. In the long run, this feeling will cause more damage than any other aspect of the controversy. Several jurors who participated in implant decisions, as well as the head of a powerful advocacy group, have publicly said that the results of scientific studies did not matter to them. In their view, medical research was irrelevant. All that mattered was what they believed; never mind why they believed it." --- Marcia Angell, M.D.

Karen and Paul Zieseke are happy to announce the arrival of John Paul Zieseke on Oct. 10th, weighing in at 7 lbs 12 oz. Everyone, including big sister Petrina, are fine.

Pete Gaughan is planning on making a pubbing comeback with a (email) sine that is not obsessed with games. If interested contact him at 1236 Detroit Ave #7, Concord, CA 94520-3651 (gaughan@ix.netcom.com).

BOOS & KUDOS

This month's Madame Bolduc Press Excellence Award (and free issue) goes to "President-for-Life" Hanna in 1230.

This month's Ms Nar Super-Sudsy Bomb is lobbed jointly at Dan Gorham and Brad Wilson for NMRs.

PERSONAL COMMUNICATIONS HERE (MAYBE):

DEADLINE FOR ALL GAMES IS NOON (CST) 6 DEC 97



England Out! France Begins Fader



Fall 1910

1996d

MINAS MORGUL: The last act of British defiance was to scuttle their fleet and swim ashore to internment in neutral Ireland rather than be absorbed into the Kriegsmarine. The Turkish and German war machines grind inexorably onward. Oddsmakers cede MOS, SPA, and POR to the Turks and STP, WAR, and PAR to the Kaiser, with MAR and VIE the decisive centers. The Russian raider in BAL threatens four German centers and thus aids Turkey's chances.

TROOP MOVEMENTS

ENG (Fisher): [F Iri-Lpl];

FRA (Osborne): F Spa(sc)-Por, F Lyo-Spa(sc), A Qas S A Mar, A Bur-Pic, A Mar H; GER (Boym): [F Nwy-StP(nc)], F Bre S P Nth-Eng, A Sil-Osi, [A Pic-Ven], [A Vir S A Bil-Osi], A Boh S A Vie, A Lpl H, F Nth-Eng, F Swe-Bot, A Tri S A Pic-Ven, F Hol-Bel, A Mun S A Trl;

RUS (Anderson): [A Moe-StP], [A War-Moe], F Lvn-Bal;

TUR (York): A Arm-Sev, F Aeg H(u). A Ukr S A Arm-Sev, A Rum S A Arm-Sev, F Tyn S P Wes-Lyo, F Wes-Lyo, F Tun-Wes, F Tus S P Wes-Lyo, [A Ven S A Trl], A Tri S A Bud-Vie, [A Bud-Vie], F Adr S A Ven, A Ser S A Trl.

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; nso = unit not so ordered; nsp = no such place; neu = no such unit; off = off the board; atm = unit on the move; (u) = unit unordered.

SUPPLY CENTER CHART

ENG: -Moe

(0) Tear 1 OUT

FRA: Mar Por Spa Par -Bre

(4) Tear 1

GER: Ber Kie Mun Bel Den Hol Swe Lon Nwy Edi Lpl Vie +Bre

(18) Build 1

RUS: -Sev War StP +Moe

(3) Even

TUR: Ank Con Smy Bul Gre Rum Ser Tri Ven Nap Bud Ram Tun +Sev

(14) Build 1

Due next time are builds/tears and orders for Spring 1911.

CLASSIFIED

Captain Walker didn't come home.
His unborn child will never know him.
Believe him missing with a number of men.
Don't expect to see him again.
It's a boy, Mrs Walker, it's a boy
It's a boy, Mrs Walker, it's a boy
A son! A son! A son!



Kemchi/Umonisanes/Mexico City



RIOTS IN RUSSIA! ENGLAND ROLLS!

X1

Fall 1904

1997D

ERRATA: Austrian [A Bul S A Ser], [A Ser S A Bul] and Russian [A Mos-war] and [P Bla-Bul(ac)] all failed. I HATE late orders--less chance to proofread.

MIRKWOOD: Vodka riots have immobilized the Russian military and deprived it of a signal opportunity to reclaim WAR (or defend STP) and to capture BUL from the hapless Austrians. King David thus becomes the dominant Power in Europe after his double cross of French A WAL. Germany's loss of two home centers doesn't bode well for Kaiser Seth. Austria's complete dismemberment should be swiftly executed by the Italians and Turks.

TROOP MOVEMENTS

England retreats F BEL to NTH.

AUSTRIA (Boyum): A Bul S A Ser, A Ser S A Bul, [F Gre S A Bul](r-???)

ENGLAND (Anderson): A Fin-StP, F Nwy S A Fin-StP, F Den-Kie, F Nth S GERA
Kie-Hol, F Eng-Lon, A Edi H;

FRANCE (Martinson): [A Wal-Bel], A Pic S A Wal-Bel, [F Mid-Bre], A Par S A Bur,
A Bur S ITA A Tri-Mun, A Bre H(u):

GERMANY (Gunar): A Kie-Hol, [A Mun-Bur](r-???), A Bel S A Ruh, A War-Sil, A
Ruh S A Bel;

ITALY (Wilson): F Ion S TUR F Aeg-Gre, A Tri-Mun, A Tri H, F Adr S A Tri, F Tyn S
F Ion;

RUSSIA (Corham): NMR, [A StP H](u, r-???), A Vie H(u), F Bla H(u), A Mos H(u), A
Rum H(u), A Bud H(u);

TURKEY (McCabe): [A Con S RUS F Bla-Bul](nmo), F Aeg-Gre, F Eas-Aeg.

Orders in brackets fail: d = unit destroyed due to lack of valid retreat; imp = impossible; nmo = unit not so ordered; nsp = no such place, nau = no such unit; otb = off the board; otm = unit on the move; (u) = unit unordered.

Austrian F GRE must retreat otb or to ALB; German A MUN must retreat otb or to BOH or BER; Russian A STP must retreat otb or to LVN.

SUPPLY CENTER CHART

AUS: -Gre Ser Bul	(2) Tear 1*
ENG: Edi Lon Nwy Swe -Bul Den +Lpl +Kie +StP	(8) Build 2
FRA: Bre Mar Par Por Spa -Lpl	(5) Tear 1
GER: Ber -Kie -Mun Hol War +Bul	(4) Tear 1*
ITA: Nap Rom Ven Tri Tun +Mun	(6) Build 1
RUS: Mos Ser -StP Rum Vie Bud	(5) Tear 1*
TUR: Ank Con Smy +Gre	(4) Build 1

* "Even" if retreating unit retreated otb.

Due next time are the retreats, build/tears and orders for Spring 1905. Builds/tears may be conditional on retreats. Spring orders may be conditional on retreats or build/tears.

BORIS WORLD PRESS REVIEW

Berlin Spectator - Interviews with Reich Officials at the State Department have not been successful in discerning a coherent International Policy. Perfidious Albion has been unreliable. The French seem intent on autistically battering themselves against the Rhine. Italy seems to have Mediterranean ambitions. Austria is not in a position to have ambitions. Turkey seems confused. And Russia seems to want a world tour. What's goin on here?

CLASSIFIEDS

PRAISE THE LORD



BALKAN WARS VI
We Begin!
Greece in Chaos.
Spring 1910



Brad Wilson is still NMR. Jack Shacklett declined an emergency appeal to take over and Debbie Osborne never called back with orders. So I randomly generated orders. In case this happens next time, would all the other powers send in orders for Greece? We'll draw one by lot to use, and will continue to do so until we get a live player. Greece is eliminated, or game end.

TROOP MOVEMENTS

ALB (K Wilson): A Tir-Mon, F Mon-NAS, A Val-Tir
 BUL (Crandiemire): A Sof S F Var-Dub, [F Var-Dub], A Plo-Mac, F Thr-Aeg;
 GRE (B Wilson??): A Ath S F Spa, A Sal-Val, F Spa S A Ath;
 RUM (Anderson): A Buc S F Cona-Dub, A Gal-Tra, [F Cona-Dub]
 SER (McCabe): A Bel-Her, A Nis S A Sko, A Sko H;
 TUR (Fisher): A Cone H, F Ism-SBS, F Smy-RMS.

Orders in brackets fail. Due next time are orders for Fall 1910.

HAVE YOU SEEN THIS MAN?

WANTED:

For Delay of Game

If sighted, contact:

Ms Nar,
 DrownTown, Atlantis
 (850) 863-9081

REWARD: \$.05 (plugged)



"ACHILLEUS" (Continued from p 5)

GVIII: Bre, NAn(c), Pat, SAN(C).
 OIV: Mal(c,f); OV: Sze(c), Tar(PM), Wei(GM), Yan, Vel;
 OVII: Alb(c, AM), CMA, NGa(AM), WGe; OVIII: Hig, Ira, Sco, WGa
 PII: Gui; PIII: Cre(2,c,f), Mor, Pin(2); PIV: Mek(2,C,f), UNI; PV: MTi(PM);
 PVI: GaD(RM), GaV(C,PM), Hin, Lin(RM), PPI(OM), PSD(e), Tur(c,OM), UIn(BM);
 PVII: Ara(c,OM), Aus, NGu;
 PVIII: BBg(OM), Cau, EST, Dni, EAn, LTi(C), NEP(c. Architecture), Zag(BM);
 RV: Elm; RVI: Lev(AM), UTi(RM); RVII: Hok(2,OM);
 RVIII: App(c), CAM, Che, Dee, GLa, GPl(C, RM), Mex, PSb, SIK, Win.
 Fleets: AB(AGOPR), BoB(R), Car(R), EMS(2R), Ind(AGOPR), Nth(2O), Pac(AR), Red(G),
 SCS(R), SoJ(A), WMS(A).



ACHILLEUS

EAST & WEST

1914-1980 A.D.



THE CAST

Dan Farrow:	Red
Debbie Osborne:	Azure
Paul Zieske:	Purple

Kevin Wilson:	Green
John Bryden:	Black
Dave Anderson:	Orange

We will play with colored monuments, fortresses, Persistence of Culture, US Navy (may play LF in either Atl or Pac as well as Car), and Epoch VIII.

THE BOARD

AIV: Cey, GPC(GM), Hon(C), Kor, Man, Sum; **AV:** Sha(PM), Slb;
AVI: Wib(C,AM, Science); **WII:** AVIII: App(C), Des, Mex(c), PSh;
AVIII: Bal, BSb(c,OM), Cau, CEu(GM), Dal, Dan, Dni, EAn, LRh(c), NAp, NEP(C, Architecture), WAn(c,RM), Zag(BM).
BIII: Gol(c,f); **BIV:** Irr, WSt; **BV:** SAp(PM); **BVI:** CAM(e), GLa(2), GPI, Pyr(C);
BVII: EST(2), Mon.
GI: CAF, EAF; **GIV:** Lib, NH(AM), Nub, Pal; **GVII:** Con, EDe(c,AM), EGh, SAP, WDe
GVIII: Bra, NAn(c), Pat, SAn(C);
GIV: Mal(c,f); **GV:** Che, Sea(c), Tar(PM), Wei(GM), Yen, Yel;
GVIII: Alb(c,AM), CMA, NGs(AM), WCh; **GVIII:** Hig, Ire, Sea, WGs
PII: Gut; **PIII:** Cre(2,c,f), Mor, Pin(2); **PIV:** Mek(2,C,f), SIK, UNI; **PV:** MT(PM);
PVI: DaD(RM), GeV(C,PM), Hin, Lin(RM), PPI(OM), PSD(e), Tur(c,OM), UIn(BM);
PVII: Ara(c,GM), Aus, Mad, NGu.
RV: Ein; **RVI:** Lev(AM), UTI(RM); **RVII:** Hok(2,OM);
WI: LTI(2,C,F).
Fleets: Atl(ABGOPR), BoB(P), EMS(2R), Ind(AGOPR), Nth(2O), Pac(APR), Red(G), SCS(R), SoJ(A), WMS(A).

SCORE (SP/VP): G(78/236), A(78/224), P(84/281+), B(84/180+), O(86/186), R(93/188+).

EPOCH VIII (CONTINUATION)

AFRIKA (B): Roll 4,6, take "Nuclear Attack" @ Mad (-1VII). Play 1.A.C, BM @ EAF (1G(r-Caf), 1A @ CAF [5,2:3; 6,5:4 -2G]), 1A @ Con (4,1-5; 4,3-4; 5,4-4 -1BVIII, 1GVIII), 2A @ Mad, 1A @ EAF. Score: 180 + C(2x2) + c(2) + M(1x2+1) + 5 Eur(P=2) + Eurasia(P=2) + SE Asia(P=2) + N Amer(P=3) + SS Africa(C=5) = 204

NATO/NORAD (R): Roll 1,1; take "Fanaticism". Play 1.A.C, RM @ GPI (1BVI(r-GLa), 1A @ Des (2,1:1 -1AVII), 2A @ GLs (5,1:4; 5,2:3; 3,1:4; 6,5,3:5 -1RVII, 1BVI), 1A @ App (4,2:3 -1AVII, C, +c), 4A @ Mex (5,1-6,6; 3,1-6,4; 1,1:2,1; 6,3:4,3 -3RVII, 1AVII, c), 1A @ CAM (6,2,5,2 -1BVIII), 1A @ PSh (6,5,6,6 -3AVII), 1F @ Car 1A @ WIn (6,1:1 -1AVI), 3A @ SIK (4,1:5,4; 5,1:6,2; 5,5,1:5,5 -2RVIII, 1PIV), 1F @ BoB (remove F @ Pac, 5,2:4; 5,3:4 -1RF, PF), 2A @ Che (4,4:5; 6,2:3 -1RVIII, 1OV). Score: 188 + C(1x2) + c(1) + M(2x2+2) + S(4) + Mid E(P=4) + China(P=3), SE Asia(P=2) + N Amer(C=9) + Nippon(P=2) = 219.

UPFC (P): Roll 3,5; take "Leader". Play 1A @ LTI (-2WI,F), 1A @ Zag (4,2,1:2,2 -1AVIII), 1A @ EAn (6,2,2:4 -1AVIII), 1A @ Cau (6,4,2:1 -1AVII), 2A @ Dni (4,3,2:5; 6,6,2:6; 6,6,2:1 -1PVIII, 1AVIII), 1A @ BSb (6,5,2:3 -1AVIII, c), 1A @ NEP (5,8,1:5; 6,8,2:1 -1AVIII, C, +c), 2A @ EST (5,6,2:1; 6,5,2:6; 5,4,3:6; 4,8,2:3 -2BVI, 1PVIII). Score: 231 + C(3x2) + c(5) + M(2x2+7) + Architecture(1) + Mid E(D=8) + N Afr(P=1) + India(D=4) + 5 Eur(P=2) + N Eur(P=4) + Eurasia(D=4) + SE Asia (P=2) + S Amer(P=2) + Australia(C=3) = 284.

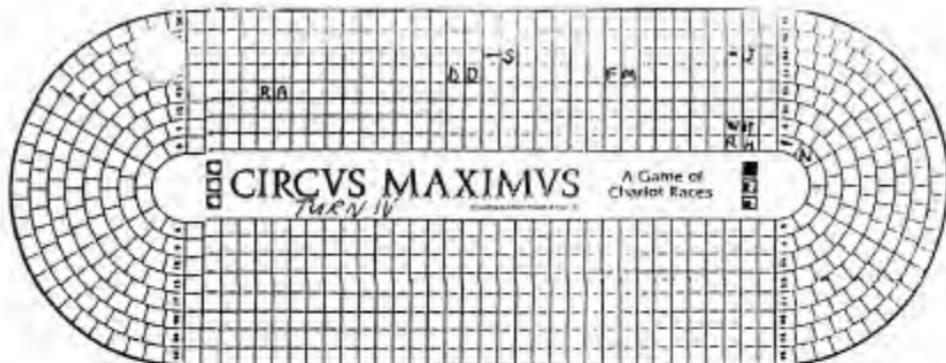
Congratulations to Paul on a well deserved victory; the leader after Epoch VII, Epoch VIII only made it more lopsided. Due next are any end game statements. Kevin Wilson is still on tap to run the next one, but so far we have only Anderson, Osborne, and Zieske that I know of signed up.

SCORE (SP/VP): G(78/236), A(78/224), P(84/284), B(84/204), O(86/186), R(93/219).

THE FINAL BOARD

AIV: Cey, GPC(GM), Hon(C), Kor, Man, Sum; **AV:** Sha(PM), Slb;
AVI: Wib(C,AM, Science); **AVIII:** Bal, CEu(GM), Dal, Dan, LRh(c), NAp, WAn(c,RM).
BIII: Gol(c,f); **BIV:** Irr, WSt; **BV:** SAp(PM); **BVI:** Pyr(C); **BVII:** Mon.
BVIII: CAF, Con, EAF(2,C,BM), Mad(2), SAF.
GIV: Lib, NH(AM), Nub, Pal; **GVII:** EDe(c,AM), EGh, WDe

---Continued on p 4



Raisdre Lengthens Lead!!

BB#	COLOR	DRIVER (P/M/DH)	KART	WARNINGS	TIME	END	SPEED	P/E
4-1	Red	Raisdre Al-Ghul (+2/8)	L	0/0	7436	24	23	1/0
4-1	Brown	Notasulcus (+1/7)	H	0/0	6435	30	17	0/0
6-1	Black	Josephhis (+2/10)	M	0/0	5434	41	18	1/0
6-1	Blue	Sartorius (+3/10)	L	0/0	6445	42	21	1/0
7-1	Purple	Roman Holiday (+1/6)	M	0/0	6435	34	19	1/0
12-1	White	Flippus Maximus (+1/8)	M	0/0	5445	45	19	1/0
22-1	Green	Davidus Dumbitus (+0/7)	L	0/0	7436	34	20	1/0
247-1	Yellow	Won Hung Lo (+2/8)	H	0/0	5425	14	17	0/0

Turn IV:

RAISDRE AL-GHUL: 23, no whip. Ahead 23.

ROMAN HOLIDAY: 14, no whip. Ahead 1 (corner strain @ 2: 11-1 = 10 = n/e -2 END), ahead 9, in 2.

SARTORIUS: 21, no whip. Ahead 1 (corner strain @ 1: 11-2 = 2 = n/e -1 END), ahead 20.

WON HUNG LO: 12, no whip. Ahead 1 (corner strain @ 3: 11-2 = 9 = n/e -3 END), ahead 11.

NOTASULCUS: 8, no whip. Ahead 8.

DAVIDUS DUMBITUS: 20, whip (+1, -1 END) = 21. In 3, ahead 15.

JOSEPHIS: 18, no whip. Ahead 18.

FLIPPUS MAXIMUS: 19, no whip. Ahead 1 (corner strain @ 2: 11-1 = n/e, -2 END), ahead 18.

Due next time are orders for Turn V. These should include the usual: speed, whether to whip or not, whom to attack and how if the opportunity arises, to brake, evade, or take it if attacked, and what lane to finish in if possible. Be more aware of your proximity to the corners. You should also submit orders for Won Hung Lo. One set will be randomly chosen and used.

PRESS:

Antioch Epiphany: Recent scientific studies of the Al-Ghul clan have discovered that their clan lacks the proper moral judgement to be safe members of society and are given to random acts of madness. To control these random acts the healers have developed a new technique which results in a calm and predictable demeanor. All members of the clan should have long nails inserted into their heads through their eye sockets and the nail should then be moved back and forth and up and down to sever the offending connections in their deviant minds. This procedure should be carried out as soon as possible for the good of our society. Anyone knowing the whereabouts of members of the Al-Ghul clan should inform the healers immediately.



The Goddess of War

AGE OF RENAISSANCE

Game A: "Rats For Sale"

Set-Up

Initial Bid:

Osborne bids \$5.
Frueh bids \$2.
Farrow bids \$0.

J Bargender bids \$5.
Crandlemire bids \$0.

Bargender wins the roll-off and selects Venice. Osborne selects Genoa. Frueh selects Barcelona. Crandlemire wins the roll-off and selects Paris. Farrow is stuck with London.

THE CAST

VENICE (J Bargender): \$35, 2C
GENOA (Osborne): \$35, 1C
BARCELONA (Frueh): \$38, 2C
PARIS (Crandlemire): \$40, 2C
LONDON (Farrow): \$40, 2C

Your two cards (2C) are _____ & _____. Due next time are card plays and orders for your Purchase Phase (tokens, advances, ships).

AGE OF RENAISSANCE

Game B: "What Inquisition?"

Set-Up



GM - Mark Frueh

Capitol Choice Phase

Bids for Capitol choice are:

Alan - \$5 Debbie - \$0 Pitt - \$1
Rick - \$0 Paul - \$0 Phil - \$1

Alan gets his first choice, die roll between Phil & Pitt - Phil "1" and Pitt "6" (Pitt is 2nd). roll off between Debbie, Paul & Rick - Debbie "5", Rick "4" and Paul "1" - thus the capital selection order is Alan, Pitt, Phil, Debbie, Rick and Paul.

Alan selects VENICE, Pitt selects BARCELONA, Phil takes PARIS, Debbie takes GENOA, Rick takes HAMBURG and Paul is left with LONDON.

Remaining treasury is:

Venice - \$35, Barcelona - \$39, Paris - \$39, Genoa - \$40, Hamburg - \$40 and London - \$40. Your second card is provided to all in order to speed the game. Orders due next are token allocation (to determine turn order) and card plays. Conditional orders are highly encouraged. IMPORTANT: Orders are due to Mark by 3 Dec.

Rick asks some good questions:

"Is this a Gunboat style game or are we allowed to negotiate secretly with the other players? (Regarding rule #10)"

My inclination is to allow Diplomacy both public and secret between players, but I will take the easy way out and let Paul Bolduc make the decision. (*Short of playing "gunboat", it can't be stopped, so it's allowed.*)

"How will you handle the removal of shortage/surplus in the draw card phase?"

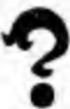
Once the second part of the turn adjudication is completed, you will be provided your new card and Urban Ascendancy card (if purchased) in advance. Then with your next set of orders, you may prepare conditionals to remove the shortage/surplus if you get to go first.

"Situation - Paris has a 4-galley and the Heavens advance. Can a galley sail from St. Malo thru Biscay to Lisbon - then Seville and then into West Africa - or - would that galley need to stay in coastal waters until it got to Seville and THEN use its Heaven advance to sail into West Africa?"

My understanding is that the Heavens advance is only good for one open water traverse ... thus the 4-galley is prevented from using two open seas (Biscay and Canary Basin) to reach West Africa from St. Malo. My ruling is the second option of the situation.

??? IS ???

ORs 7.1-7.2



PLAYER STATUS

Chinnery	\$ 48.	6-NYNH(P)	1-C&O	1-PRR	2-Erie	2-B&M (Prior)
Fisher	\$ 25.	6-Erie(P)	4-CPR	1-B&O	1-PRR	
Butitta	\$ 28.	6-B&O(P)	1-NYNH	1-C&O	1-NYC	1-Erie
Ringhoffer	\$ 229.	6-C&O(P)	1-B&O	1-Erie	1-B&M	1-PRR
Farrow	\$ 19.	6-B&M(P)	1-C&O	1-NYNH	1-PRR	
Hanna	\$ 50.	5-PRR(P)	6-NYC(P)	2-B&O	5-CPR(P)	

CORPORATION STATUS

Corp	Value	Pool	10	Par	Cash	Trains	Tokens
B&O	D 100	0	-	—	\$158	"3" & "4"	H15-H18w(1)
NYNH	E 90	1	1	\$100	\$481	2-2's	G19-F22
NYC	B 90	1	2	\$100	\$262	"3" & "4"	E19-H16(2)
Erie	C 82	0	-	—	\$310	"5"	E11(2)
B&M	D 76	0	1	\$ 76	\$ 2	"5"	E23-F22
C&O	G 70a	1	-	—	\$ 46	"4" & "5"	F0.(2)
PRR	G 70b	1	-	—	\$183	"4"	H12-H16-G19a(1)
CPR	I 40(a)	0	-	—	\$462	"3"	A19-F16-G19n(1)

OR #7.1

B&O - Lay tile #57 in H10(w), run trains - G19-G17-H18 for \$140 and G19-H18-H19-H15 for \$200, payout dividends! +\$204 Butitta, +\$68 Hanna, +\$34 Fisher & +\$34 Ringhoffer, stock moves to D \$110, treasury = \$158

NYNH - Lay tile #8 in E15(ne), run trains - G19-G17-H16 for \$130 & G19-F20-F22 for \$120, payout dividends! +\$150 Chinnery, +\$25 Butitta, +\$25 Farrow & +\$25 NYNH, stock moves to E \$100, treasury = \$481+\$25 = \$506

NYC - Upgrade F16 w/tile #63, run trains - G19-G17-H16-H15 for \$190 & H15-H16-H18 for \$150, payout dividends! +\$204 Hanna, +\$94 Butitta & +\$94 NYC, stock moves to B \$100, treasury = \$262+\$84 = \$296

Erie - Upgrade E11 w/tile #66(nw), run train - E11-F10-G7-F6 for \$100, payout dividends! +\$60 Fisher, +\$20 Chinnery, +\$10 Butitta & +\$10 Ringhoffer, stock moves to C \$90, no train purchase, treasury = \$310

B&M - Upgrade E23 w/tile #51(ne), run train - G19-F20-F22-F24-E25 for \$190, payout dividends! +\$114 Farrow, +\$38 Chinnery & +\$19 Butitta, stock moves to D \$82, no train purchase, treasury = \$2

C&O - Lay tile #3 in D4(sw), run trains - F2-F6 for \$100 & G7-F10-E11 for \$100, payout dividends! +\$120 Ringhoffer, +\$20 Chinnery, +\$20 Butitta, +\$20 Farrow & +\$20 C&O, stock moves to F \$75, treasury = \$46+\$20 = \$66

PRR - Lay tile #8 in G15(ne) for \$120, run train - G19-F16-H16-H15 for \$220, payout dividends! +\$110 Hanna, +\$22 Chinnery, +\$22 Fisher, +\$22 Butitta, +\$22 Farrow, +\$22 PRR, stock moves to F \$75b, no train purchase, treasury = \$183-\$120+\$22 = \$85

CPR - No tile play, run train - G19-F16-H16 for \$160, withhold, stock falls to I \$30(brown), purchase "3" train from NYC for \$622, treasury = \$462+\$160-\$662 = \$0 ((NYC treasury = \$296+\$662 = \$958))

OR #7.2

B&O - Lay tile #9 in H8(w), run trains - G19-G17-H18 for \$140 and G19-H18-H19-H15 for \$200, payout dividends! +\$204 Butitta, +\$68 Hanna, +\$34 Fisher & +\$34 Ringhoffer, stock moves to D \$120, treasury = \$158

NYNH - Lay tile #7 in D16(ew), run trains - G19-F16-H16 for \$160 & G19-F20-F22 for \$120, payout dividends! +\$168 Chinnery, +\$28 Butitta, +\$28 Farrow & +\$28 NYNH, stock moves to D \$110, treasury = \$506+\$28 = \$534

NYC - No tile lay, run train - G19-F16-H16-H15 for \$220, payout dividends! +\$132 Hanna, +\$22 Butitta & +\$22 NYC, stock moves to B \$112, purchase "3" train from CPR for \$1, treasury = \$958+\$822-\$1 = \$979 (CPR treas. = \$1)

Erie - Lay tile #59 in D10(w) for \$180, run train - D10-E11-F10-G7-F6 for \$140, payout dividends! +\$84 Fisher, +\$26 Chinnery, +\$14 Butitta & +\$14 Ringhoffer, stock moves to C \$100, no train purchase, treasury = \$310-\$80 = \$230

B&M - Lay tile #8 in D20(e), run train - G19-F20-F22-E23-E19 for \$200, payout dividends! +\$120 Farrow, +\$40 Chinnery & +\$20 Butitta, stock moves to D \$90, no train purchase, treasury = \$2

C&O - Upgrade E3 w/tile #20(se), run trains - F2-D4-D2-F4-F5 for \$150 & F6-D7-F10-E11 for \$100, payout dividends! +\$150 Ringhoffer, +\$25 Chinnery, +\$25 Butitta, +\$25 Farrow & +\$25 C&O, stock moves to F \$80, treasury = \$66+\$25 = \$91

PRR - No tile play, run train - G19-F16-H16-(15 for \$220, payout dividends! +\$110 Hanna, +\$22 Chinnery, +\$22 Fisher, +\$22 Butitta, +\$22 Farrow, +\$22 PRR, stock moves to F \$80b, no train purchase, treasury = \$85+\$22 = \$107

CPR - No tile play, run train - G19-F16-H16 for \$160, payout dividends! +\$80 Hanna, +\$64 Fisher & +\$16 Butitta, stock moves to I \$40(orange), no train purchase, treasury = \$1

PLAYER STATUS (# of certificates)

Chinnery	\$581, 6-NYNH(P), 1-C&O, 1-PRR, 2-Erie, 2-B&M (11) (Priority)
Fisher	\$345, 6-Erie(P), 4-CPR, 1-B&O, 1-PRR (7)
Butitta	\$713, 6-B&O(P), 1-NYNH, 1-C&O, 1-NYC, 1-Erie, 1-B&M, 1-PRR, 1-CPR (11)
Ringhoffer	\$591, 6-C&O(P), 1-B&O, 1-Erie (7)
Farrow	\$395, 6-B&M(P), 1-C&O, 1-NYNH, 1-PRR (8)
Hanna	\$802, 5-PRR(P), 6-NYC(P), 2-B&O, 5-CPR(P) (11)

CORPORATION STATUS

Corp	Value	Pool	I0	Par	Cash	Trains	Tokens
B&O	D 120	0	-	---	\$158	"3" & "4"	H15, H18w (1)
NYC	B 112	1	2	\$100	\$979	"3" & "4"	E19, H16 (2)
NYNH	D 110	1	1	\$100	\$534	2-"3"s	G19, F22
Erie	C 100	0	-	---	\$230	"5"	E11 (2)
B&M	D 90	0	1	\$76	\$ 2	"5"	E23, F22
C&O	P 80a	1	-	---	\$ 91	"4" & "5"	F6, (2)
PRR	F 80b	1	-	---	\$107	"4"	H12, H16, G19a (1)
CPR	I 40(a)	0	-	---	\$ 1	"3"	A19, F15, G19n (1)

Trains Available: 66 DDDDDD

Press: (from Pres-for-life Hanna)

Loud voice overheard outside the Penn Central executive offices:

"You bought WHAT?...Couldn't you have STOPPED buying them?...Well, at least they were cheap, right?...Come on, that's way over the trading price...I don't care if it's not your money, it's MY money!...I guess we're stuck with it. Show me their balance sheet...Couldn't you have found something else to wrap your lunch in?...Stations?...But there's no CITY out there! What else?...We already HAVE a station in New York...No, that was Caruthers' idea. You remember Caruthers: fat bald guy with the perpetual grin?...They tell me he's very happy in the home...How about trains?...That's ALL? Those things have been obsolete for years!...Yes, I know we run one, but that's just a weekend nostalgia trip from the B&O museum up to Trenton and back. You can't run a railroad that way...Yes, we will find out. I'm afraid...Well, at least there seems to be some cash in the treasury...What do you mean, 'not for long'?...When you stop that hysterical laughter, go clean out your desk. And explain this steamer ticket to Rio I found in your office."

Due for next time are orders for Operating Round #7-8 and Stock Round #8. Conditionals and general intention orders are encouraged.

Tiles Available:

Yellow: #3(1), #4(2), #7(1), #8(4), #9(5), #57(0), #58(1)
Green: #14(3), #15(1), #16(1), #18(1), #19(1), #20(0), #28(2), #24(3), #25(1), #26(1), #27(1), #28(0), #29(1), #59(1)
Brown: #39(1), #40(1), #41(1), #42(2), #43(2), #44(1), #45(1), #46(2), #47(1), #63(1), #64(1), #67(1), #68(1), #70(1)

Game map on next page

1856

THE GREAT WHITE NORTH

POST-MORTEM



Zieske: Good game, still don't think I've figured out the best way to use loans yet.

Chinnery: Congratulations to Wordeiman for his win. Congratulations to Farrow for his close second. Well nothing like bringing up the tail end. Guess this happens when you lose out on being train president. Enjoyed the game as always and looking for more.

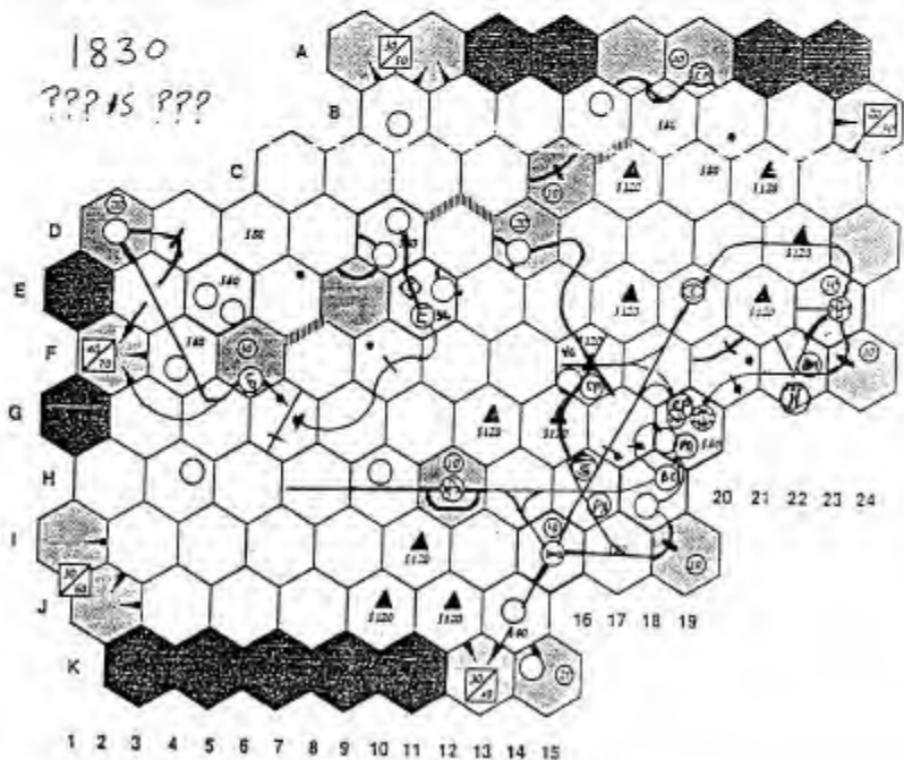
Hanna: This was an interesting game, with different players following quite different strategies. Both Bill and Dan used variations of the usual strategy where I play: start a company early, loot it shamelessly, and abandon it. Dan would probably have passed Bill in a slightly longer game, but there's not much time for late-starting companies to generate serious revenue.

Paul's "responsible stewardship" strategy was probably doomed from the start, especially since he was the only one using it. Multiple trains early and big trains late generate so much cash that high share value just can't compete -- I know because I've tried to play several 1856 games that way. Might work a little better with 8-trains than with 12-trains.

Michael and John might have finished much stronger in a face-to-face game. Rescuing a railroad from the Canadian government and building it a big diesel run require watching every dollar and every tile play, and that's very hard when you have to write conditional orders.

Don never got out of the financial hole he dug with the bridge purchase. Dan could easily have been in the same fix, but guessed better on early share purchases and so could start an early railroad. I was surprised that GW waited around for t

Personally, I prefer playing 1856 with only 4 or 5 players (less likely that someone's out of it from the start) and 8-trains (fewer hit-the-lottery runs at the end). I really enjoyed the GM job, except for the last-minute orders and the frustration of watching people miss "obvious" tile plays. (Not so obvious by mail, of course, but #29 in M2 would have helped lots of runs a little, and tiles in 114 or 115 would have helped a few runs a lot.)



MAGIC REALM

Bennie Victor!



EVENING 28 / Judgement

THE CAST:

Dave Anderson
 John Butitta
 Marcel Carbonneau
 Don Chinnery
 Dan Farrow
 Dan Osborne
 Debbie Osborne

Bennie the Berserker
 Willie the Pilgrim
 Amber Rose the Amazon (deceased)
 Razi the (optional) Wizard (deceased)
 Simplomo the Sorceror (aka Misty, deceased)
 Smaug of the Dark Helmet, a Black Knight
 Thorn of the Grotto, an Amazon (deceased)
 Sylvan the (optional) Druid (deceased)

EVENING 28

Bennie does not break concealment and attack the T & H spiders. Smaug, Companyless, decides not to start anything.

MONSTER ROLL ~ 5

SCORES:

Bennie the Berserker was seeking 1 Great Treasure, 0 Spells, 10 Fame, 20 Notoriety, and 30 Gold. He achieved 1 Great Treasure (the Black Book, -15 F, +15 N), 0 Spells, 51-15 Fame, 51-15 Notoriety, and 4-10-7-8 Gold for a Total Score of -4 VP.

Willie the Pilgrim was seeking 0 Great Treasures, 2 Spells, 50 Fame, 20 Notoriety, and 90 Gold. He achieved 9 Great Treasures (the Blasted Jewel, -15 F, +15 N; the Regent of Jewels, +10 N, & Magic Wand, -10 F, +10 N), 0 Spells, -10 Fame, 60 Notoriety, and -1 Gold for a Total Score of -38 VP.

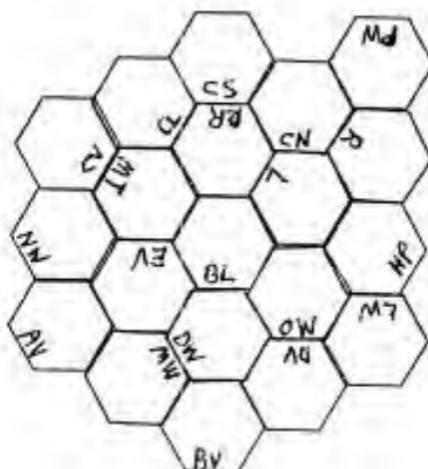
Smaug of the Dark Helmet (a Black Knight) was seeking 1 Great Treasure, 0 Spells, 10 Fame, 20 Notoriety, and 30 Gold. He achieved 0 Great Treasures, 0 Spells, 0 Fame, -10 Notoriety, and -37 Gold for a Total Score of -48.

Amber Rose, Razi, Simplomo, and Thorn/Sylvan all score -100 VP for not finishing.

Thus there is no winner, although Bennie shall be considered the victor.

PRESS:

Willie looks at his small pile of treasures apprisingly and thinks that he should be able to sell them for just enough to go back to the University and live comfortably as a professor of something or other. I might just pass on my knowledge to my cousin's daughter - Rosalinda Irontoes. She seems to like adventuring life too.



Proposed Map for Next Game

**JAMES WEST
QUIST OUT, BUTITTA IN!
OR 8.3 CONCLUDED
SR 9 BEGUN**



ERRATA: AT&SF has \$518 in cash.

PLAYER STATUS

Ziecke	\$464, 6 FW(Pres), 1 GM&O <Priority>
Wordeimann	\$755, 7 SLSF(Pres), 1 GM&O, 1 IC, 1 FW
Quiet	\$160, 7 KATY(Pres), 3 IC(VP)
Hanns	\$585, 7 AT&SF(Pres), 7 GM&O(Pres), 1 IC, 3 MP(VP)
Farrow	\$510, 6 MP(Pres), 6 T&P(Pres)
Chinnery	\$320, 4 IC(Pres), 6 CB(Pres), 3 AT&SF(VP), 2 KATY(VP)

CORPORATION STATUS

Corp	Value	IO	Pool	Par	Cash	Trains	Shares	Tokens	Dest
SLSF	E180	0	3	\$100	\$47	4	0	E12 H13 H17(D)	M22
MP	A180	0	0	\$90	\$92	5	1	C18(2,D)	J5
FW	A160	3	0	\$100	\$267	46	0	J5,F5(A2)	--
GM&O	D140	0	0	\$72	\$690	4	1	M20,K16,(C18)	--
KATY	F90-	0	0	\$68	\$158	--	1	B11,H18(1,D)	N1
T&P	B90	4	0	\$90	\$57	5	0	J5(1,D)	N17
CB	D82	3	0	\$82	\$48	45	1	H17(1,D)	J3
IC	E76	0	0	\$76	\$837	5	1	K18,M20(A22)	--
AT&SF	G20	0	0	\$68	\$518	4	0	B9,B11,J3(D)	N1

OR 8.3 -- CONTINUED (*doubled)

KATY: Quiet again NMR, so Butitta takes over. Lay #8 in A12(ee) & in A14(w). No train, so no run, so price goes to F82. Must buy train, so sells 2 IC (+\$154; Chinnery price protects) and 2 KATY (+\$164, price drops to H72). Buy 6-train (\$158 <KATY> + \$18 <sales> + 156 <JB> - 630 = \$0).

T&P: Lay #42 in I14(sw). Run J3-J5-K4-I14-C18 (\$130). Pay dividends (DF + \$78, TP + \$52. Price moves to B100. MP takes Destination Run.

MP: Play destination Token in J5. Run C18-I14-K4-J5* (\$130). Pay dividends (DF + \$78, CH + \$39, MP + \$13. Price moves to A200).

CB: Lay #42 in Q16(ne). Run H17-I14-K4-J5-J3 (\$120) & H17-C18-B19-A22 (\$170). Pay dividends (DC + \$174, CB + \$116). Price moves to D90. Make destination.

CB: Play destination Token in J8. Run H17-I14-K4-J5-J3* (\$150) & H17-C18-B19-A22 (\$170). Pay dividends (DC + \$192, CB + \$128). Price moves to D100.

IC: Lay #24 in F17(ne). Run A11-C18-B19-A22* (\$230). Pay dividends (DC + \$138, WW + \$23, IC + \$23, CH + \$23, JB + \$23). Price rises to E82. Buy 4-train from CB for \$861 (\$837 + 25-B61 = \$1).

AT&SF: Lay #8 in K2(se) & #9 in L3(ge). Run F5-B9-B11-E12 (\$150). Withhold; price plummets to H10. Buy 6-train (\$518 + 150 - 630 = \$38).

SR 9

Ziecke sells GM&O and buys Pres share of SP, setting par at \$100 (\$464 + 140 - 200 = \$404); GM&O ...

We halt here to let Chuck to price protect, and for all to submit SR 9 orders. Shouldn't be any surprises, so how about orders for OR 9.1 too. If anything weird happens, we'll halt the SR.

PLAYER STATUS

Ziecke	\$404, 6 FW(Pres), 2 SP(Pres)
Wordeimann	\$778, 7 SLSF(Pres), 1 GM&O, 1 IC, 1 FW <Priority>
Butitta	\$27, 6 KATY(Pres), 1 IC(VP)
Hanns	\$647, 7 AT&SF(Pres), 7 GM&O(Pres), 1 IC, 3 MP(VP) <Protect>
Farrow	\$666, 6 MP(Pres), 6 T&P(Pres)
Chinnery	\$665, 6 IC(Pres), 5 CB(Pres), 3 AT&SF(VP), 2 KATY(VP)

CORPORATION STATUS

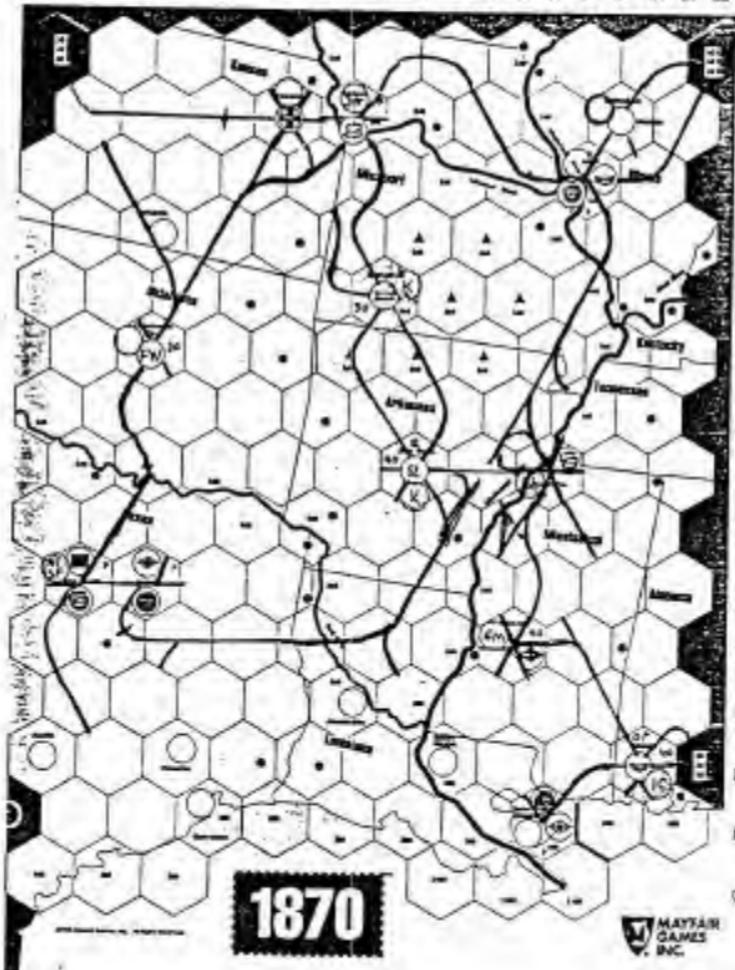
Corp	Value	IO	Pool	Par	Cash	Trains	Shares	Tokens	Dest
MP	A200	0	0	\$90	\$105	5	1	C18,J5,(2)	--
SLSF	E180	0	3	\$100	\$47	4	0	E12,H13,H17(D)	M22
PW	A160	3	0	\$100	\$267	46	0	J8,P5,A2	--
GM&O	D140	0	0	\$72	\$690	4	1	M20,K16,(C18)	--
CB	D100	3	0	\$82	\$1201	5	1	H17,J3(1)	--
SP	A100	8	0	\$100	---	--	1	(S.D)	N17
T&P	B100	4	0	\$90	\$109	5	0	J5(1,D)	N17
IC	E82	0	0	\$76	\$1	45	1	K16,M20,A22	--
KATY	H72	0	0	\$68	\$0	6	1	B11,H12(1D)	N1
AT&SF	H10	0	0	\$69	\$178	46	0	B9,B11,J3(D)	N1

TRAINS AVAILABLE: 888,10,10,12

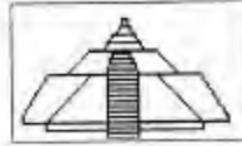
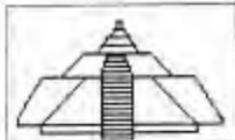
The Bank has \$6,333.

TIRES AVAILABLE: #1(1),#2(1),#3(2),#4(5),#5(1),#6(2),#7(7),#8(5),#9(8),
 #14(1),#15(2),#16(2),#17(1),#18(2),#19(2),#20(2),#23(2),#24(0),#25(2),#26(2),#27(2),
 #28(2),#29(2),#39(1),#40(2),#41(3),#42(2),#43(2),#45(2),#46(2),#47(1),#55(1),#56(1),
 #57(4),#58(9),#69(1),#70(2),#141(2),#142(1),#143(1),#144(1),#145(2),#146(2),
 #147(2),#170(2),#171(1),#172(1)

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22



ADV CIVILIZATION



Turns 13.9-10

TURN XIII

13.9: TRADE:

Babylon trades Salt, Gold & _____ to Egypt for Bronze, Timber & _____.
 Babylon trades Grain, Timber & _____ to Africa for Resin, Salt & _____.
 Africa trades Wine(x2) & _____ to Egypt for Grain, Ivory & _____.
 Iberia trades Ochre, Oil & _____ to Thrace for Papyrus(x2) & _____.
 Babylon trades Salt, Oil & _____ to Assyria for Timber, Wine & _____.

13.10: CALAMITY RESOLUTION (Assyria has 4, two are randomly discarded)

Volcano/Earthquake: Africa destroys 1 city.

Superstition: Iberia reduces both his cities.

Civil War: Assyria flips 20 pts then Iberia flips 20; Assyria chooses faction.

Silve Revolt: Egypt has all T in revolt, must reduce some cities.

Flood: Assyria eliminates a coastal city, if she still has one.

Epidemic: Egypt takes 20 pts of losses; assigns Assyria and Crete 10, and Thrace 5.

13.11: BUY CIV CARDS

Babylon buys MINING, ARCHITECTURE, and MUSIC for 5 Resin(245), 5 Bronze(180), 30 credit and 5t.

Berria buys AGRICULTURE or ASTRONOMY for _____.

Egypt buys MEDICINE for 4 Wine(48), 2 Gold(26), 2 Papyrus(8), & 10 credit.

Thrace buys CLOTHMAKING for 5 Iron(18), Hides, 6t, & 20 credit.

Assyria buys LITERACY for _____.

DUE NEXT TIME: Turn 13 Calamity, Civ card, and Alter AST phases. Turn 14 Taxation, Population Expansion, Census, Boat, Movement and Build City phases.

THE BOARD (after 13.9)

AFRICA (Naest): C @ Carthage, Cirta, Corduba, Cyrene, Palermo, Thapsis, Tripoli; S @ New Africa, Libya; 2T @ Cyrenesias, Numidia, Subrata, Tunisia; 1T @ Balæres, Campania, E Mauritania, Ionia, Jalo, Libya, New Africa, Numidia, Tripolitania, W Mauritania. POTTERY, MYSTICISM, ENLIGHTENMENT, CLOTHMAKING.

ASSYRIA (Deb Osborne): C @ Ankars, Antioch, Gordium, Kanesah, Media, Miletus, Salamis, Sinope; 1S @ Antioch, Lydia, Sinope, 3T @ Nineveh; 2T @ Bithynia, Cilicia, Cyprus, Galatia, Ven; 1T @ Armenia, Cappadocia, Kuban, Lydia, Mikop, Nalchik, Phrygia, MYSTICISM, ASTRONOMY, CLOTHMAKING, DRAMA & POETRY, ENLIGHTENMENT.

BABYLON (Anderson): C @ Babylon, Carrhae, Charax, Petra, Siden, Susa, Ur; 2T @ Aleppo, Babylonia, Chaldaea, Damascus, Mari, Parthia, Sumeria; 1T @ Arabia, Phoenicia, Syria, COINAGE, MYSTICISM, POTTERY, ENGINEERING, DRAMA & POETRY, MINING, ARCHITECTURE, MUSIC.

BARBARIANS (Nar): 4T @ Danubia; 1T @ Aquitania, Hispania,

CRETE (Boylum): C @ Eretria, Rhodes, Phaselis, Sparta; 1S @ Byzantium; 2T @ Corinth, Dalmatia, Knossos, Moesia, Thessaly; 1T @ Athens, Argos, Byzantium, Delphi, Epirus, Illyricum, Macedonia, Pannonia, Thrace. METALWORKING, MYSTICISM, POTTERY.

EGYPT (Ringhofer): C @ Buhen, Jerusalem, Sardinia, Siwa, Thebes, U Egypt; 3T @ Alexandria; 2T @ Fayum, Memphis, W Desert; 1T @ E Desert, Gaza, Ptolemais, Sinai, Tanis. MYSTICISM, METALWORKING, ASTRONOMY.

IBERIA (Farrow): C @ Massilia, Narbo; 1S @ Etruria, Lusitania, Milazzo, New Carthage; 2T @ Etruria, Milazzo, Pyrenees; 1T @ Lugdenais, Lusitania, New Carthage, Tarraconensis. CLOTHMAKING, POTTERY.

ILLYRIA (Bryden): C @ Apollonia, Ithaca, Tarentum; 3T @ Germany; 3T @ Belgica, Pannonia, Rubicon; 2T @ Londinium, Rome; 1T @ Aquitania, Britannia, Cisalpina, Gaul, Illyricum, Neapolis, Paonia, Rhaetia, Rhine, U Germany. DRAMA & POETRY.

THRACE (Zieske): C @ Sardes, Thera, Thessalonica, Troy; 1S @ Byzantium, Neopolis; 2T @ Byzantium, Crimea, Dacia, Ionia, Moesia, Scythia; 1T @ Coralia, Corsica, Danubia, Lesbos, Thrace. DRAMA & POETRY, METALWORKING, MYSTICISM, POTTERY.

YOUR CARDS ARE:



THE HUNT

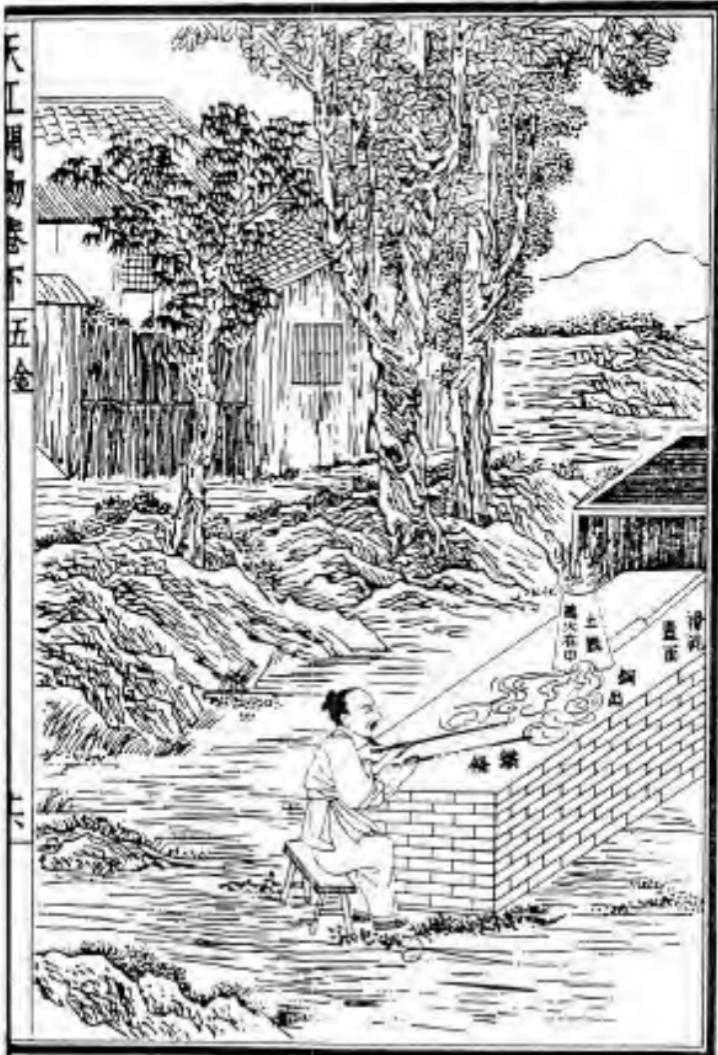
Tallyho!



THE HUNT is a word game inspired by James Lipton's book, "An Exaltation of Larks", where we propose a noun and the players are asked to propose a collective noun to fit, such as "flock" for "sheep" or "pride" for "lions". Boris and Ma Nan will rank each entry for each word and the best score will be the winner. Each word is a possible 1 point, but the point will be split if either more than one player suggests the word or two or more words are ranked equally. The first player to score 10 points wins six free issues of this rag. THE HUNT is run in Chases or rounds. We begin the first Chase of the 4th Hunt. Gentlefolk, to the Hunt!

CHASE 1:

1. rivers	2. geysers	3. glaciers	4. geese	5. nannies
6. volcanos	7. ridgelines	8. tornados	9. mosquitos	10. grannies



Process for separating silver from copper by lead, which is afterward cupelled, from "T'ien Kung K'ai Wu"



DUNE

A & G Have Two!



TURN 11/12

THE CAST

ATREIDES (Fisher): KH, 2L, 1SS, 2C, 10T @ Arrakeen, 10T @ Habbanya Ridge Sietch.
EMPEROR (Dab Osborne): 59S, 4C, 2T & 2* @ Imperial Basin, 3T & 1* @ Oh Gap, 5T @ Meridian(s2).

FREMEN (Anderson): 10S, 4C, 5T & 3* @ Sietch Tabr, 1T @ Greater Flat.

GUILD (Wilson): 74S, 4C, 2T @ Tuck's Sietch, 6T @ Sietch Tabr, 6T @ 5 Mesa(s5).

HARKONNEN (Bryden): 27S, 3C, 5L, 8T @ Carthag, 1T @ False Wall East (s9), 3T @ Cielago South (s2).

IX (Narhi): 73S, 4C, 5T Shield Wall.

TANKS: (4 & 2*)E, 9F, 6I; Lady J, B Raban, Colonel, Count Fenring, Jamie, Guild Rep., Bashar, D Idaho.

TURN 11

7. COMBAT: Fremen(0, 5T & 3*) vs Guild (8T) at Sietch Tabr. G uses A/e prescience to scry F's weapon (none). G plays "Truthbringer" and asks "Will you play a poison defense?" (No). F plays "Cheap Hero", "Jubba Cloak", "La La La", 7S and dials 10. G plays Stabai Tuck(S), "Chaumae", 7S, and dials 7. G wins 12-10. Gloves 7T. F loses all.

8. SPICE COLLECTION: I collects 10S. G collects 10S at South Mesa and 1S for Tuck's Sietch. A collects 2S for Arrakeen. H collects 2S for Carthag.

TURN 12

1. THE STORM moves from Sector 1 to Sector 3 eating 2 Harkonnen tokens in Cielago South and 5 Imperial tokens in Meridian. The next Weather chit is

2. SPICE BLOW: Shai-hulud appears in Red Chasm destroying BS there. Rock Outcroppings(6) and Sihiaya Ridge(6) have spice blows. We have a nexus; alliances may be made or broken.

3. BIDDING: There are three cards available: _____ & _____

Due next time are orders for any voluntary actions from Turn 11 Bidding to Turn 12 Spice Blow. Please specify what sectors your troops are in.

ATREIDES (Fisher): KH, 2L, 1SS, 2C, 10T @ Arrakeen, 10T @ Habbanya Ridge Sietch.

EMPEROR (Dab Osborne): 59S, 4C, 2T & 2* @ Imperial Basin, 3T & 1* @ Oh Gap

FREMEN (Anderson): 3S, 1C, 1T @ Greater Flat.

GUILD (Wilson): 78S, 3C, 2T @ Tuck's Sietch, 1T @ Sietch Tabr, 6T @ 5 Mesa(s5).

HARKONNEN (Bryden): 29S, 3C, 5L, 8T @ Carthag, 1T @ False Wall East (s9).

IX (Narhi): 82S, 4C, 5T Shield Wall.

TANKS: (9 & 2*)E, (14 & 3*)E, 6I, 7G, 2H; Lady J, B Raban, Colonel, Count Fenring, Jamie, Guild Rep., Bashar, D Idaho.

LEGEND: * = starred token, (@) = aggressor, A = Atreides, C = card, E = Emperor, F = Fremen, G = Guild, H = Harkonnen, I = IX, KH = Kaitzach Haderach, L = leaders, S = spice, s# = sector #, T = token.

YOUR CARDS ARE:

STELLAR CONQUEST

The games are presently awaiting:

JAMES T. KIRK--Combat orders for Turn 33 and movement orders for Turns 34-36.

WILLIAM T. RIKER--E-mail section. Details already sent.

W THOMAS RIKER--You are _____. Due next time are votes on options, color preference, initial purchase and orders for Turns 1-4.

Please expedite your orders. The time you save is only your own.



Zieske (Purple): Very enjoyable game, congrats to Peter especially for doing so well with the extinct Welsh.

DOWN WITH THE KING

Post-Mortem



King Thomas the Second wears the crown.
His usurpers all have been put down.
Many heirs have tried.
They have now all died.
And rest in peace, six feet underground.

Map Does St. Gall support Normandy?

A: No, play it as the board appears.

Map What is the extent of the Bay of Biscay? See?

A: It reaches the coastal waters from Edinburgh to Spville.

Map Does Paris control the Landes and Poitou? Does Bayeux connect to Cotes?

A: Yes in all, across coastal waters.

Map Do Bayeux's coastal waters connect to the E. Med. Sea? Do Libya's? Connect to the C. Med. Sea?

A: Yes in all.

Map Does the Netherlands still have any significance for you?

A: No, you can only cross it with the Heavens and the areas that are adjacent to the Netherlands are too accessible by coastal water.

Map & 4.1 Are Ireland and West Africa fully possible to set?

A: Yes, inspiring The Heavens or Seven World Venues.

22.05 Is every Germanic or pre-British Viking at Belgrade via Dubrovnik, since I compete with a player from Denmark?

A: Only if Dubrovnik is fully occupied at the time of attack, in which case you must place enough tokens in its trade compartment in Dubrovnik and enter it successfully (as you pass through) with those tokens to gain Belgrade.

4.05 Can the Three-Wing... and reduce dimensionality in the Far East and New World zones?

A: Yes.

?? QUESTION BOX ?? AGE OF RENAISSANCE

4.4 Are ships in their capital disabled, as both defense and attack?

A: Yes.

9.32 If expansion tokens have been purchased (more tokens in stock) when a player loses a destruction token to a disaster (such as Rebellion), may the player replace the marker with a square token from the expansion pool? Must he?

A: Yes, the player may—at his option—use expansion tokens (in such cases). Alternatively, he may leave the space empty if you have none in stock.

9.33 How does Chivalry fit the order of play?

A: Players in Chivalry are assumed to be buying into expansion tokens and play order is determined in the usual fashion.

9.34 Can a player who owns Phrygian Wood and Portuguese claim a rebate by purchasing a province?

A: No, but like other expansion tokens if they were not at first available at the time of attack (for example, after Black Death) places them at stock.

A: No, but their price will be available at the time of attack between cost and tokens.

9.35 If I attack with another player and that user compromises to gain one toll, may I use Wind/Waterfall to freeze it back?

A: No, you must take the province "from another player"—meaning that player must control it completely free.

9.36 If one of several defenders in a province has a military advantage (so others do not), is the attacker required to place the additional token to counter the military advantage?

A: Yes.

9.37 When does the conversion square token become its circular token?

A: Immediately as each combatant roll is confirmed.

9.38 Does a continuous shortage (not of 12 (including Gold and Ivory) cause card draws or payment for both compartments? In order to remove a Gold/Ivory shortage, what is paid?

A: Yes, in shortage, price card could be drawn. Only 10 is paid to remove the gold shortage.

9.39 May I buy later option expansion tokens if they were not at first available at the time of attack (for example, after Black Death) places them at stock?

A: No, but their price will be available at the time of attack between cost and tokens.

10.04 Can players play cards under play for the play, also as non-discounted cards or performance of their "set" cards?

A: Players may plead protest and when, but the initial payment of tokens for services rendered is strictly forbidden. You may promote a set card but never draw a card without returning the bonus in the rules.

11.01 If someone has bought all 20 Advances in the final play-out phase, including a final card play phase?

A: Yes.

11.02 Do you take new StartingCards plus into the advancement in the final card play phase?

A: Yes.

11.03 Can a card be discarded over Number of Advances (regardless of the final play phase)?

A: No.

11.04 Is the final card play phase considered to be different from the Final Advance? During play during the final play phase are players allowed to play? During the final card play phase?

A: No, Yes.

11.05 When do players begin to play a card with the last card?

A: At the start of their play—prior to the final card phase (immediately preceding the last turn = phase). If a final expansion just the last player doing the final Card Play phase, the game ends—unless further cards follow the final.

ON DECK

I **Bxx: Zieske, Hanna**
ADV CIV: McCsbe, Crandlemire, Deb Osborne
BRITANNIA: Beyum, Zieke, Crandlemire
CIRCUS MAXIMUS:
Tourney: Anderson, Crandlemire
CONQUISTADOR: Copeland
DIPLOMACY:
Regular: Fowble, Anderson, Gunar, McCsbe
Colonial: McCabe, Fowble, Anderson, Gunar
Gunboat: _____ a check should appear here if you are signed up
DUNE: K Wilson, Anderson, Crandlemire
GUNSLINGER: Anderson, Crandlemire
HISTORY OF THE WORLD: Anderson, Deb Osborne, Zieske
KREMLIN: Fisher
MAGIC REALM: Butitta, McCabe, Anderson, Crandlemire, Deb Osborne
MAHARAJA: Dan Osborne, Crandlemire
MERCHANT OF VENUS: Deb Osborne
SETTLERS OF CATAAN: Deb Osborne
TITAN: Dan Osborne, Crandlemire

OTHER POSSIBILITIES: AIR BARON, CIRCUS IMPERIUM, GLADIATOR Bloodbath, KAMAKURA, MACHIAVELLI, RUSSIAN CIVIL WAR, SILVERTON

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(Exp 45e)

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THE BOTTOM LINE

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